

UCASE WATER CHEMISTRY AND MACROINVERTEBRATE SAMPLE COLLECTION FORM-WADEABLE STREAMS

Reviewed by (initial): _____

SITE/STORET ID: _____ **DATE:** ____/____/ 20 ____

WATER CHEMISTRY

Sample Bottle	Sample Collected?	Sample Bottle	Sample Collected?	Process: See protocol	Comments/Flags
Total Chemistry	Y / N	Filtered Metals	Y / N	Preservation: Place water chem on ice and chlorophyll- <i>a</i> on dry ice Lab: State of Utah Health Lab within one week of collection. Shop storage: Fridge and freezer	
Non-Filtered Nutrient	Y / N	Chlorophyll- <i>a</i> (water column)	Y / N		
Filtered Nutrient	Y / N		Volume filtered: _____ mL		

TARGETED BENTHOS SAMPLE

No. of Jars (Primary)	Was a Replicate Sample Taken (if Yes, record no. of jars?)	Collection Method (Choose one)	Comments/Flags
____	Y / N	<input type="radio"/> D-net <input type="radio"/> Modified surber <input type="radio"/> Other (indicate in comments)	

TRANSECT:

Dom. Substrate	Channel	Sub.	Chan.	Sub.	Chan.	Sub.	Chan.	Sub.	Chan.	Note: - Always perform 8 kicks at every site. - Target riffle habitat primarily. If riffles are scarce or absent (e.g. low gradient, beaver ponds, etc.), target edge habitats (e.g. overhanging veg., undercut banks, etc.) and mark "O" in the substrate column and explain situation in comments. - If riffles are present, but scarce, multiple kicks can be performed at the same riffles throughout the reach. - If kicks are made in beaver influenced areas, please explain in the comments section. Process: Fill a clean wide-mouth bottle with ~40% of composite sample (use multiple bottles if necessary). Preservation: Fill rest of bottle with denatured alcohol (EtOH) and seal lid with electrical tape. Keep secure in upright position. Lab: Utah State University Bug Lab; submit in large batch at end of field season. Shop storage: Store on shelf with other bug samples.
Fine/Sand	Pool	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> F	<input type="radio"/> P	<input type="radio"/> F	<input type="radio"/> P	
Gravel	Glide	<input type="radio"/> G	<input type="radio"/> GL	<input type="radio"/> G	<input type="radio"/> GL	<input type="radio"/> G	<input type="radio"/> GL	<input type="radio"/> G	<input type="radio"/> GL	
Coarse	Riffle	<input type="radio"/> C	<input type="radio"/> RI	<input type="radio"/> C	<input type="radio"/> RI	<input type="radio"/> C	<input type="radio"/> RI	<input type="radio"/> C	<input type="radio"/> RI	
Other: Note in Comments	Rapid	<input type="radio"/> O	<input type="radio"/> RA	<input type="radio"/> O	<input type="radio"/> RA	<input type="radio"/> O	<input type="radio"/> RA	<input type="radio"/> O	<input type="radio"/> RA	

BENTHOS COMMENTS:

